

# Badge

Badges are inline block elements that usually appear near another element. Typically they contain a number or other characters. They can be used as a notification that there are additional items associated with an element and indicate how many items there are. Badges are hidden if no content is passed in.

## Basic Badge

```
<play-badge text="11" variant="primary" size="lg"></play-badge>
```

## Size Badge

```
Large <play-badge text="lg" variant="" size="lg"></play-badge>
```

```
Extra Large <play-badge text="xl" variant="" size="xl"></play-badge>
```

## Theme Badge

```
<play-badge text="1" variant=""></play-badge>
```

```
<play-badge text="12" variant="secondary"></play-badge>
```

```
<play-badge text="17" variant="success"></play-badge>
```

```
<play-badge text="15" variant="warning"></play-badge>
```

```
<play-badge text="20" variant="info"></play-badge>
```

```
<play-badge text="100" variant="danger"></play-badge>
```

## Properties

### color

Description	The color to use from your application's color palette. Default options are: "primary", "secondary", "success", "warning", and "danger".
Attribute	color

Description	The color to use from your application's color palette. Default options are: "primary", "secondary", "success", "warning", and "danger".
Type	"danger" ■ "primary" ■ "secondary" ■ "success" ■ "warning" ■ "info" ■ string
Default	primary

## size

Description	The mode determines which size to use.
Attribute	mode
Type	"xl" ■ "lg"
Default	lg